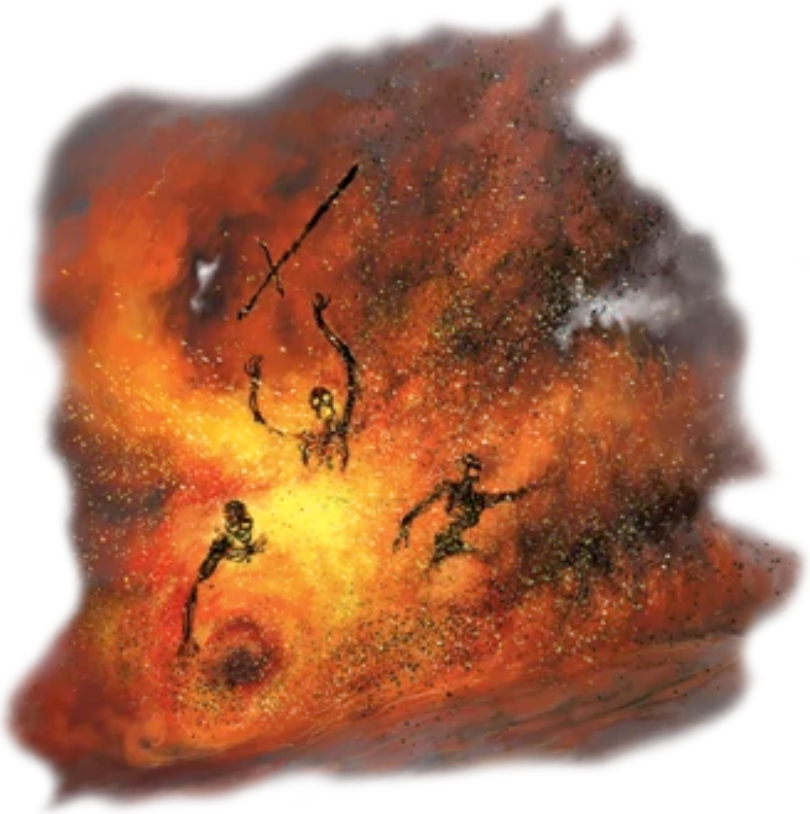

Cinder Swarm

Flickering flames move along the ground and through the air as one unified mass. It sparks and crackles, setting fire to all it touches.

The Burning Swarm. Individually, the elemental creatures that make up a cinder swarm are no more significant than a fleck of hot ash you might see snap out of a campfire. Collectively, these tiny beings gather intro towering infernos bent on incinerating anything and everything around them. While the beings that make up a cinder swarm are somewhat intelligent, the swarm moves on primarily on instinct. Like a shiver of sharks following the scent of fresh blood, a cinder swarm is easily whipped into a frenzy by the idea of setting fire to their surroundings.

Pyromaniacal. Nothing excites the individuals of a cinder swarm quite like burning something, or someone, into ash. This makes cinder swarms especially dangerous and hostile to non-elemental beings who seek to communicate with them for one reason or another. Crafty pyromancers who command fire magic have, on occasion, been able to convince swarms of cinder elementals to aid them in their schemes by promising the swarm access to the material plane where there is plenty of flammable material.

Trinket Prisons. In many places throughout the multiverse, particularly in the astral sea, cinder elementals are used on an individual basis as a light source. Like an exceptionally brilliant firefly trapped inside a glass bottle, a lone cinder elemental can provide light, pet-like companionship, and even rudimentary knowledge of the Fire Plane. Cinder elementals loathe imprisonment as it prevents them from setting fire to anything, however, if given scraps of parchment, dried leaves, or small twigs to burn, they can be domesticated.

Cinder Swarm

Large swarm of tiny elementals, neutral

Armor Class - 17
Hit Points - 136 (16d10 + 48)
Speed - 50 ft., fly 50 ft.

STR 2 (-4)
DEX 24 (+7)
CON 16 (+3)
INT 6 (-2)
WIS 12 (+1)
CHA 12 (+1)

Damage Resistances Bludgeoning, Piercing, and Slashing From Nonmagical Attacks
Damage Immunities fire, poison
Condition Immunities Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Stunned, Unconscious
Senses darkvision 60 ft., passive Perception 11
Languages each member of the swarm speaks Ignan
Challenge 12 (8,400 XP)

Proficiency Bonus +4

Traits

Distraction.
Any creature that starts its turn in the same space as a cinder swarm has disadvantage on concentration checks to maintain spells and skill checks.

Illumination.
The elemental swarm sheds bright light in a 30-foot radius and dim light in an additional 30 ft..

Living Fire.
A creature that touches the elemental swarm or hits it with a melee attack while within 5 ft. of it takes 5 (1d10) fire damage. In addition, the first time the swarm enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Swarm.
The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny creature. The swarm can't regain hit points or gain temporary hit points.

Water Susceptibility.
For every 5 ft. the elemental swarm moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Incinerate (swarm has more than half HP).
Melee Weapon Attack: +11 to hit, reach 5 ft., one creature.
Hit: 19 (4d6 + 7) piercing damage and 18 (4d8) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

Incinerate (swarm has half HP or less).
Melee Weapon Attack: +11 to hit, reach 5 ft., one creature.
Hit: 14 (2d6 + 7) piercing damage and 9 (2d8) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.